

GAME BOY ADVANCE

AGB-AM5E-USA

INSTRUCTION BOOKLET

MK A  
MORTAL KOMBAT®  
ADVANCE™

 MIDWAY



**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**



**WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



MATURE (17+)  
BLOOD AND GORE  
VIOLENCE

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT [WWW.ESRB.ORG](http://WWW.ESRB.ORG).

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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

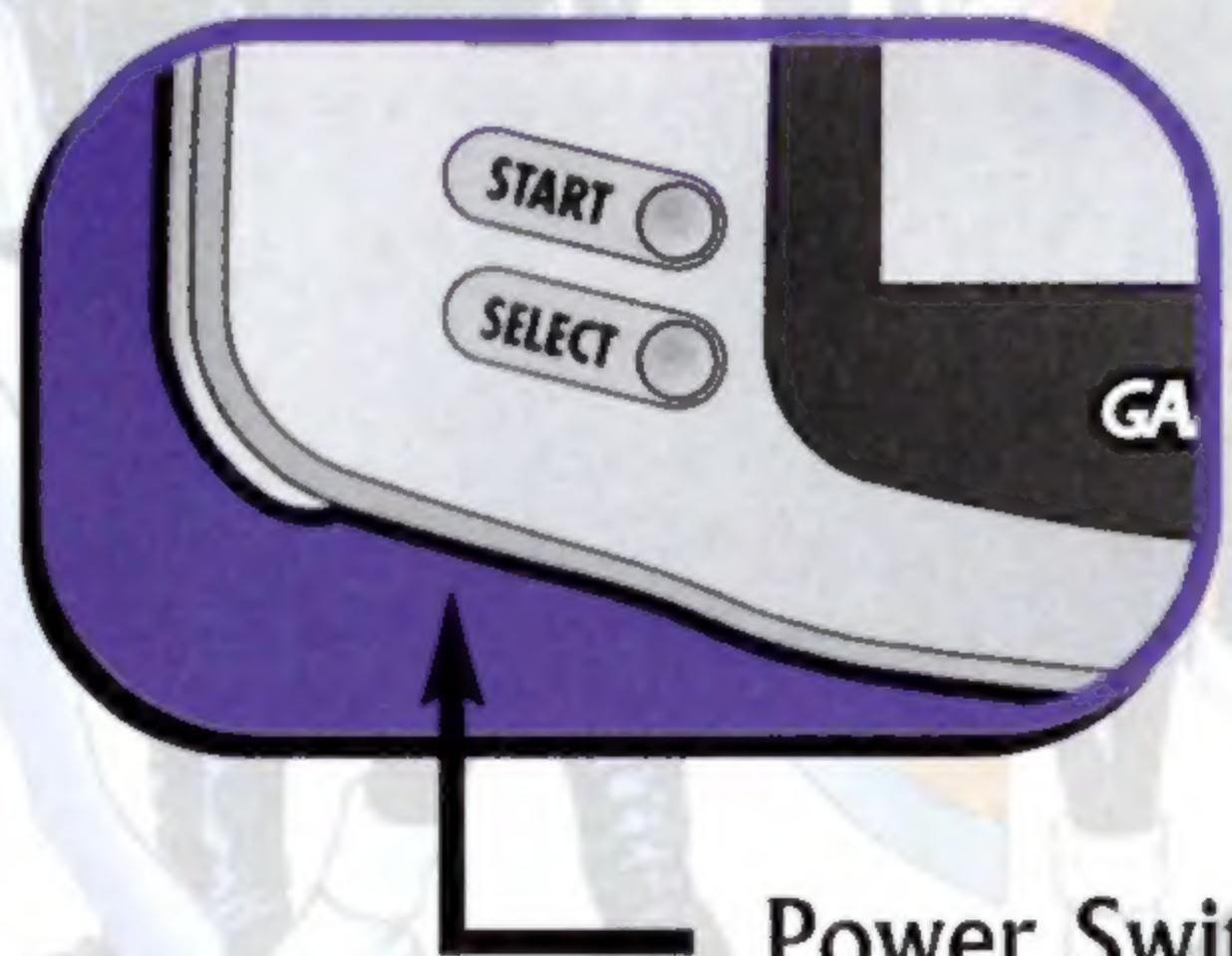
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# Getting Started

Please follow the instructions below before attempting to play this game.

- Make sure the POWER switch is in the OFF position.
- Insert the Nintendo GAME BOY® ADVANCE Game Pak into the slot on the back of the Game Boy Advance, label facing AWAY from play side.
- Slide the POWER switch to the ON position to turn ON the power.
- Follow gameplay instructions throughout this manual.



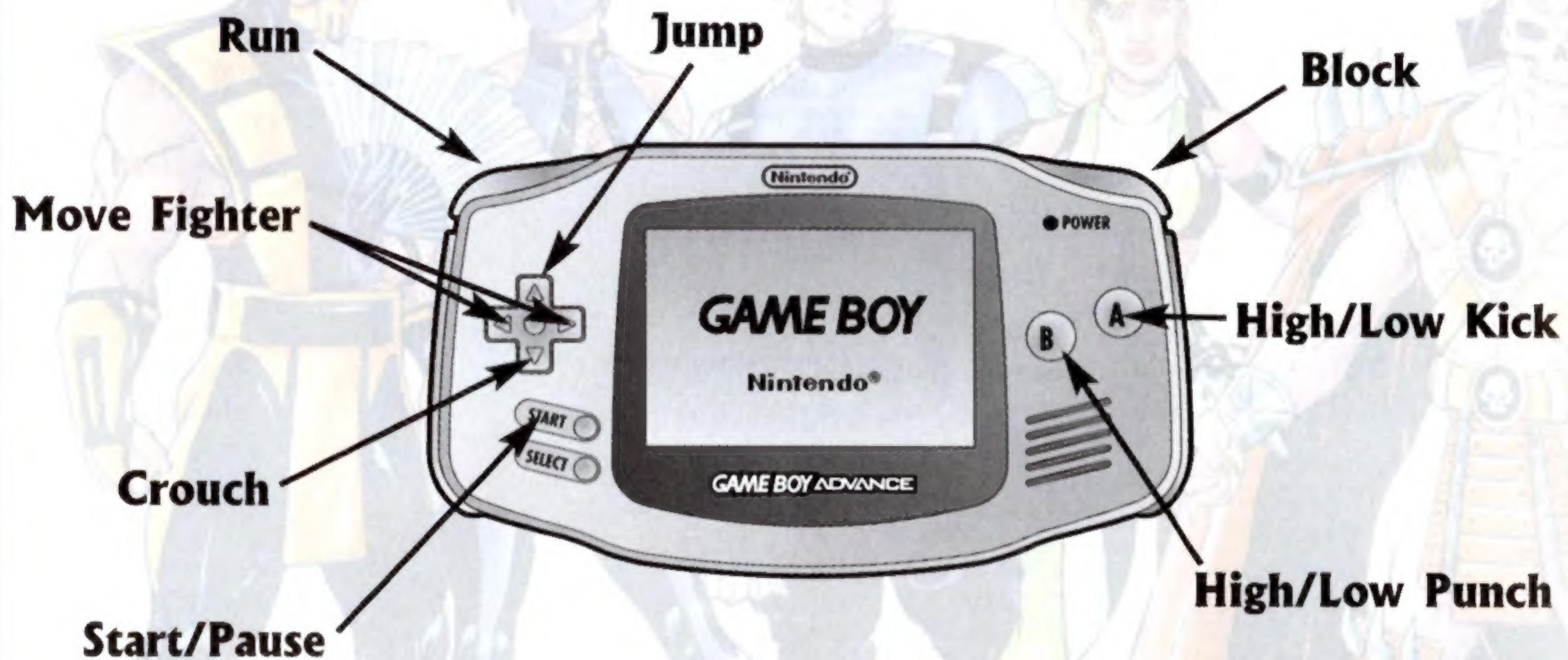
# Game Kontrols



## Menu Selections

Press the **Control Pad Up, Down, Left or Right** to highlight menu items. To select menu options, press the **A Button**. To return to a previous menu, press the **B Button**.

# K o m b a t K o n t r o l s



# Options

If you select **Options** at the Main Menu you will go to the Options Screen. Here you will be able to modify a number of the game features by using the **Control Pad**. Use the **Control Pad Up** or **Down** and **Left** or **Right** to select the settings you want.

## Difficulty

You can select one of 5 difficulty settings: **Easiest**, **Easy**, **Medium**, **Hard** or **Hardest**.

## Blood

Turn Blood **ON** to see blood when you fight or **OFF** to see no blood.

## Fatalities

Turn Fatalities **ON** to attempt fatalities when you win a fight or **OFF** to have none.

## Contrast

You can adjust the contrast of your Game Boy® Advanced using this option.

## Handicap

Adjust handicap to make it easier for a less experienced player to compete.



# Kombat Modes



There are three modes of Kombat on the Mode Select Screen: **Mortal Kombat** (for 1-player verses the computer), as well as **1 on 1 Kombat** and **2 on 2 Kombat** (for 2 players using the Game Boy® Advance Game Link® Cable). Any of these options will send you to the Fighter Select Screen, which has pictures of all the warriors available to a player. The Mortal Kombat mode will allow you to choose one Fighter per player.

The 2 Player modes will allow you to link up your Game Boy® Advance with a friend and compete with one another. Use the **Control Pad** to move the colored frame onto the Fighter(s) of your choice. Press the **A Button** to select your Fighter(s) and begin your Kombat!

# Kombat Modes



Once you have chosen your fighter in the 1-Player Mortal Kombat mode, you will be transported to the Choose Your Destiny screen. Press the **Control Pad Left** or **Right** to toggle between the columns: Novice, Warrior, Master or Grand Master. Press the **A Button** to select. You will see a large column scrolling with the characters' faces.

After you win a bout, you'll return to the Destiny Screen, where your character's face will move up on the column next to your next opponent. Each column signifies a different level of difficulty, so each contains a different selection of opponents. Try to defeat all of the opponents on each column, then continue to the next level of opponents.



# Fighting Summary

The Tournament first tests a Warrior's fighting skills by pitting him against other tournament challengers.

In all Mortal Kombat battles, meters in the upper part of the screen measure the health of each warrior. Keep your eye on them! The meters begin each round indicating the Warrior's health is at 100%, but they are reduced with each blow taken. The amount of the reduction depends both on the type of hit and whether or not it was blocked. When a Warrior's health meter runs out, he/she is knocked out and the round goes to the opponent.

If time is up before either kombatant is knocked out, the warrior with fewer injuries is declared the victor. The first warrior to win two rounds takes the match and moves on to the next opponent.



# Basic Moves



The best way to begin your training is with the fundamental moves: kicks, punches, crouches, jumps and blocks. These moves may seem trivial compared to powerful and acrobatic moves like the flying kick. However, knowing how to stop, avoid or counteract a flying kick can be far more useful than knowing how to land one. These fundamental moves are the foundation for both a strong defense and a potent offense.

The **L Button** (RUN) is especially powerful. No longer can a foe hide by backing off. To Run, hold the **L Button** while pressing Forward on the **Control Pad**.

# Special Moves

All of the Mortal Kombat warriors possess expert fighting skills. What raises them above their peers are the special moves which they have created and perfected.

In order to become a superior warrior, skilled enough to win the title of Grand Master, you too must learn these moves. These moves, whether special kicks or elemental bolts, make the Mortal Kombat warriors the fiercest and most ferocious kombatants to be found. Mastering their special moves will make you the same.

## Klose Quarters

Additional moves used during close-in kombat situations are the knee and the throw. They are highly effective and do not require full limb extension, which is impossible in close quarters. Although these moves are potent, they can only be used when you are directly adjacent to an opponent.

Pressing the Attack Buttons in a certain sequence will result in different "Kombos" for different characters.



# Special Moves



## Krouching Moves

Defensively, the crouching moves allow one to escape from close proximity, avoid punches, aerial weapons and being thrown. Offensively, the uppercut, executed from the crouch, is one of the most powerful weapons in a warrior's offensive arsenal.

To do the crouching moves, hold the **Control Pad Down + Forward** and simultaneously push the **B Button** for a crouching punch. Hold the **Control Pad Down** and push the **B Button** for uppercut. The Block **R Button** can always be used to defend against your opponent's moves.

# Special Moves

## Spinning Moves

The spin is the key to such exotic moves as the Roundhouse Kick and the Foot Sweep. The Foot Sweep hits your opponent's ankles and knocks him on his butt. The Roundhouse is a spinning kick which nails your opponent in the face. To execute the spin moves, hold the **Control Pad** away from your opponent while you press the Kick buttons. Crouch and hold the Control Pad Away to perform a sweep.



## Aerial Moves

The final moves one should learn are the Aerial moves: flying punches and kicks.

To execute them, either jump in place (**Control Pad Up**) or toward (**Control Pad Up + Fwd/Back**) your opponent. Then press the attack buttons while in the air. However, unlike most attacks, aerial attacks must be timed properly in order to land blows, so keep your wits about you and watch your timing.

# MK Warriors Moves

## Cyrax



**Close Bomb** - B,B,K

**Far Bomb** - F,F,K

**Teleport** - F,D,BL

**Air Throw** - BL (while in the air)

**Net Capture** - B,B,P

**Friendship:** Dance - RN,RN,RN,U

**Kombos:** (3) P,P,P

(3) K,K,B+K

(6) P,P,K,P,K,B+K

**Fatality:** Self Destruct - D,D,F,U,RN

## Jade



**Bommerang** - B,F,P

**Upward Boomerang** - B,F,F,P

**Downward Boomerang** - B,B,D,K

**Returning Boomerang** - B,B,F,P (if it misses opponent)

**Shadow Kick** - D,F,K

**Friendship:** Pogo Stick B,D,B,B,K

**Kombos:** (4)P,P,P,D+P

(4)K,K,K,B+K

(7)P,P,P,K,K,K,B+K

**Fatality:** Staff Impale RN,RN,RN,BL,RN

## Kabal



**Fireball** - B,B,P

**Tornado Run** - B,F,K

**Ground Razor** - B,B,B,RN

**Friendship:** Marshmallow Roast - RN,K,RN,RN,U

**Kombos:** (6) K,K,P,P,K,B+K

(6) K,K,P,P,P,D+P

**Fatality:** Soul Scream - RN,BL,BL,BL,K

## Ermac



**Fireball** - D,F,P

**Teleport Punch** - D,B,P

**Telekinetic Slam** - B,D,B,D

**Friendship:** P,P,BL,RN

**Kombos:** (4) K,K,K,B+K

(5) P,P,P,K,BL+K

(4) P,P,P,D+P

**Fatality:** RN,BL,RN,RN,K



## Jax

**Missile** - B,F,P

**2 Missiles** - F,F,B,B,P

**Dash Punch** - F,F,K

**Ground Pound** - K,K,K

**Air Throw** - BL while in the air

**Friendship:** Jump Rope K,RN,RN,K

**Kombos:** (3) K,K,B+K

(7) K,K,P,P,BL,P,D+P

**Fatality:** Giant Stomp RN,BL,RN,RN,K



## Kano

**Cannon Ball** - F,F,K

**Upward Cannon Ball** - B,F,K

**Grab and Choke** - B,D,F,P

**Air Throw** - BL (while in the air)

**Friendship:** Bubble Gum - K,RN,RN,K

**Kombos:** (5)P,P,K,K,B+K

(4) P,P,D+P,D+P

**Fatality:** Eye Laser - P,BL,BL,K

# MK Warriors Moves

## Kitana



**Fan Toss** - F,F,K

**Fan Lift** - B,B,B,P

**Square Wave Punch** - D,B,P

**Friendship:** Bubbles - D,B,B,K,K

**Kombos:** (4) K,K,K,B+K

(3) P,P,P

**Fatality:** Kiss of Death - RN,RN,BL,BL,K



**High Fireball** - F,F,P

**Low Fireball** - B,B,P

**Dragon Kick** - F,F,K

**Bicycle Kick** - K,K,K,F

**Friendship:** Dragon Shadow Puppet - RN,RN,RN,D+R

**Kombos:** (6) P,P,B+P

(7) P,P,BL,K,K,K,B+K

**Fatality:** Flame Engulf - F,F,D,D,K



**Arrow** - D,F,P

**Hatchet Uppercut** - D,B,P

**Shadow Charge** - F,F,K

**Shield** - B,B,K

**Friendship:** Raiden Morph,MK2 Drop - RN,RN,RN,P

**Kombos:** (3) K,K,B+K

(8) K,P,P,P,Hatchet

**Fatality:** Enlightenment U,U,B,F,BL

## Kung Lao



**Hat Throw** - B,F,P

**Spin Shield** - F,D,F,RN

**Teleport** - D,U

**Friendship:** Hat Frisbee - RN,P,RN,K

**Kombo:** (8) P,P,P,P,K,K,B+K

**Fatality:** Spin of Death - RN,BL,RN,BL,D

## Mileena



**Sal Shot** - F,F,P

**Teleport Kick** - F,F,K

**Roll** - B,B,D,K

**Friendship:** Pretty - D,D,B,F,P

**Kombos:** (4) P,P,U+P,D+P

(4) K,K,K,B+K

(6) P,P,K,K,K,K

**Fatality:** Nail Spit D,F,D,F,P

## Noob Saibot



**Katatonic Blast** - D,F,P

**Mirror Image Throw** - F,F,P

**Teleport Slam** - D,U

**Friendship:** N/A

**Kombos:** (4) K,K,K,K

(4) P,P,P,K

**Fatality:** N/A

# MK Warriors Moves

## Rain



**Lightning** - B,B,P  
**Blue Bubble** - D,F,P  
**Power Kick** - B+K  
**Friendship:** K,K,B,B  
Kombos: (4):P,P,P,B+P(22%)  
 (4) K,K,P,P(21%)  
 (6) K,K,K,K,B+K  
Fatality: P,RN,RN,P

## Scorpion



**Spear** - B,B,P  
**Teleport Punch** - D,B,P  
**Air Throw**: BL (while in the air)  
**Friendship:** Skull in the Box - B,F,F,B,K  
Kombos: (3) P,P,D+P  
 (4) P,P,K,B+K  
 (4) K,K,K,K  
Fatality: Hell Raiser - D,D,U,K

## Sindel



**Fireball** - F,F,P  
**Air Fireball** - D,F,K (in the air)  
**Levitate** - B,B,F,K (BL to get down)  
**Friendship:** Field Goal - RN,RN,RN,RN,RN,U  
Kombos: (3) K,K,B+K  
 (5) K,P,P,P,K  
 (4) K,P,P,D+P  
Fatality: Death Shriek - RN,BL,BL,RN+BL

## Reptile



**Acid Spit** - F,F,P  
**Fast Forceball** - F,F,K  
**Slow Forceball** - B,B,P  
**Slide** - B+BL+P+K  
**Invisibility** - D,U,K  
**Friendship:** Reptile in the Box - D,F,F,B,K  
Kombos: (3) K,K,B+K  
 (4) P,P,K,B+K  
 (3) P,P,D+P  
Fatality: Acid Puke - B,F,D,BL,K

## Sektor



**Missile** - F,F,P  
**Teleport Uppercut** - F,F,K  
**Friendship:** Ring the Bell - RN,RN,RN,D  
Kombos: (3) P,P,D+P  
 (5) P,P,K,K,B+K  
Fatality: Flame Thrower - F,F,F,B,BL

## Smoke



**Spear** - B,B,P  
**Teleport Throw** - F,F,K  
**Air Throw** - BL (while in the air)  
**Invisibility** - D,U,K  
**Friendship:** Horn - RN,RN,RN,K (far)  
Kombos: (3) P,P,P  
 (5) P,P,K,K,P  
Fatality: Earth Bomb - U,U,F,D (far)

# MK Warriors Moves



## Shang Tsung

Flaming Skull - B,B,P

2 Flaming Skulls - B,B,F,P

3 Flaming Skulls - B,B,F,F,P

Skulls from Hell - F,B,B,K

Friendship: Joust - K,RN,RN,D

Kombos: (3)K,K,B+K

(5)K,P,P,P,B+K

Fatality: RN,BL,RN,BL

## Shang Tsung's MORPHS

Cyrax:

BL,BL,BL,F

Ermac:

D,D,U,F,K

Jade:

F,F,D,D,BL

Jax:

F,F,D,P,BL

Kabal:

P,BL,K,F

Kano:

B,F,K,F,K

Kitana:

F,D,F,F,BL

Kung Lao:

F,F,BL,F

Liu Kang:

F,D,B,U,K

Mileena:

F,BL,K,F,K

Nightwolf:

U,U,U,D,BL

Reptile:

F,BL,BL,K,BL

Scorpion:

D,D,F,P,K

Sektor:

D,F,B,F

Sindel:

B,D,B,K

Sonya:

D,F,P,BL,BL

Stryker:

F,F,F,K

Sub-Zero:

F,D,F,P

Sub-Zero (Classic):

BL,BL,F,F,K

## Sonya Blade

Ring Toss - D,F,P

Square Wave Punch - F,B,P

Upward Bicycle Kick - B,B,D,K

Friendship: B,F,B,D,RN

Kombos: (5)P,P,K,K,B+K

(4)P,P,D+P,D+P

Fatality: Kiss of Death - BL,F,D,D,RN



## Stryker

High Grenade - D,B,P

Low Grenade - D,D,P

Nightstick Toss - F,F,K

Nightstick Trip - F,B,P

Gun - B,F,P

Friendship: Crossing Guard P,RN,RN,P

Kombos: P,P,D+P

K,P,P,D+P

Fatality: Bomb D,F,D,F,BL

# MK Warriors Moves



## Classic Sub-Zero

**Freeze** - D,F,P

**Ground Freeze** - D,B,K

**Slide** - B + P + BL + K

**Friendship:** RN,P,P,BL

**Kombos:** (4) P,P,P,D+P

(5) P,P,K,K,B+K

**Fatality:** Head Rip - B,B,F,F,P

## Sub-Zero

**Freeze** - D,F,P

**Ice Shower** - B,D,F,P

**Slide** - B + P + BL + K

**Friendship:** Snowman - K,RN,RN,U

**Kombo:** (6) P,P,P,K,K,B+K

**Fatality:** Body Breaker - BL,BL,RN,BL,RN



## Shao Kahn



You'll need to discover moves for Shao Kahn and Motaro on your own.

## Motaro



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